

## STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT

This invention had no federal sponsored research or development.

Field Or Board Game and Methods Of Play.

## FIELD OF THE INVENTION

The present invention relates generally to games. In particular, the invention relates to field, and board games, and methods of playing field, and board games.

## BACKGROUND OF THE INVENTION

There are a large variety of field games practice today within our society. Most of the field games include the use of various accessories to be used as protection for the players, such as padding and protection gear for certain areas of their bodies. Symbols on the court or field ground area, indicate to players, what are the boundaries to the field of play or court, and indicate in some cases the amount of points that will be awarded for achieving certain goals within the games. Scoring peripherals are usually placed at the end of the field of play and placing a ball or an object within the scoring peripheral will gain a score for the team that can achieve this. The present invention presents a game where participants are playing with a round ball, which is used to dribble on the ground the object is to try and place the ball successfully through the basket rings. This game can be played by two teams, each team having four participants. Or it may be played by three teams each team having three participants. This game is played on a oval shaped court, which has lane divisions, with rotation arrows indicating direction players must skate or travel, within a certain area. There are two scoring peripherals, two baskets, each basket has five rings, four rings are placed horizontally and one ring is placed vertically within the basket. These baskets are not placed at the end of the court area, they are placed in the center area of the court. Each basket has a distance of approximately 40 feet from the end of the oval shape area of the court. The baskets are also 40 feet from each other. This game has dynamic fast paced aerobic action which demands players combine the equilibrium required by skating while handling a ball to dribble and launch towards a scoring peripheral. This invention also has a round shaped court version, where a single basket in the center is used by the players to score, while the skate on the lanes which indicate distance and rotation. The same ground symbolism is used for the round court version.

## SUMMARY OF INVENTION:

The present invention involves a game having a unique set of rules that in a preferred embodiment, is played on a field with flat and elevated sections. The game is played by two or three teams. Four players per team when two teams play, and three players per team when three teams play. Playing surfaces may include wood, concrete, ice, and fiberglass. The offensive team will have possession of the ball and will try to score by placing the ball successfully within the basket rings, and the defense will work to prevent the offense from achieving the goal of scoring. The main objective of this game is for the participant to utilize his speed on skates and abilities to handle a ball while skating to accomplish the feat of putting the ball successfully through one of the rings. This game presents unique challenges to participants in the area of timing approach and the launching of the ball, which is all done while in a fast pace motion on wheels which require participant maintains equilibrium and executes perfect timing when launching the ball for its crucial to achieving the goal of having the ball land in the precise area of the basket. In this game players don't have the luxury of stopping suddenly and the changing direction.

of direction is also a greater challenge because player will contend with the speed and equilibrium factor of skating. Advantages of this invention, it will present participants with a new court and scoring peripherals design, which will force training, and preparing for the particular challenges presented by it. This invention also has a board game based on the same principal as the sport the board game includes most of the features found within the sport. During a board game players may pass, may steal, may intercept the ball, they will also commit faults and suffer penalties such as it is with the sport.

## BRIEF DESCRIPTION OF DRAWINGS

Fig 1. is a diagram top plain view of a round court designed for heatball. shows the round shaped areas where the players skating lanes 1-2-3-4 and the circles with numbers inside (5), shows the neutral zones (6) areas used as starting points for participants. In the center is the diagram top view of the basket(7) used for this type court.

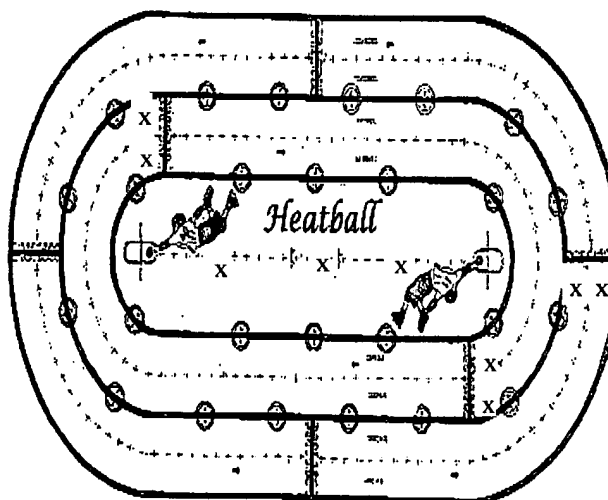
Fig 2. is a diagram perspective view of the basket on top of a pole placed at the center of the round court.

Fig 3. is a diagram top plain view of an oval shaped court Fig 3 designed for Heatball. Shows the oval shaped areas divided by broken lines(9), indicating players skating lanes 1-2-3-4, the circles with numbers inside (5) are used to indicate the amount of points players receive when they can successfully complete a shot through the baskets inside the oval shaped area there are neutral zone areas(6). In the center area of the court is a diagram top plain view of the baskets (7) used to play heatball in this type court. This diagram top plain view of the oval type court with a top plain view of the baskets (7) in the center is used as the playing field for the board game.

Fig. 4. is a diagram perspective view of the Basket with back boards used in the center of the oval court designed for heatball.

## DETAILED DESCRIPTION OF PREFERRED EMBODIMENT

Diagram & Description Of the Playing Field.  
X indicates position of player formation  
this formation shows 3 teams line up



.Teal Lines (8) are Foul lines, there are Three round areas in round court, and enclosed by teal lines, these contain skating zones. There are 4 skating lanes, and a guard area in center section of the court. There are three oval shaped zones enclosed by teal lines in an oval court, and an oval shaped center area, with 4 skating lanes.

2. Broken Yellow lines (9) are skater area divider lines in both round and oval shaped designs, and there is a yellow broken line inside every teal line enclosure.

3. Orange circles (5) are drawn along the 2nd and 3rd Teal lines(8), and there purpose is, to indicate amount of points players will receive when taking scoring shots throughout the rings. The circle directly ahead of the player, within the same lane, indicates the amount of points awarded to the player for the successful shot throughout a ring. Both round and oval court designs include scoring circles.

4. Neutral zones (6) are 3 ft areas on the court. There are a total of six neutral zones on the court. There are 4 neutral zone in the area of lanes 1-2 on the court, and there are 2 neutral zones in the area of lanes 3-4 of the court. For both court designs

5. Rotation arrows (10) on the ground of the court, are found in the area of lanes 1-4. These rotation arrow indicate the direction, that players are to rotate when skating within these lanes. Arrows are found on both courts round and oval court design.

6. Inside guard area in the center of round court is one basket(7) on top of a pole. Inside the guard area in the oval court there are two baskets, fig. 4 these baskets have 5 rings, 4 rings are horizontal rings, and one vertical ring. Players will place the ball through these rings to obtain score.

#### Table of playing Field Elements and Players.

The following table lists and describes the individual elements illustrated in the figures and fully explained through out this specifications.

Element and position of players :	Description:
player operating in lanes one and two	Forwards
Players operating in lanes 3-4	Defenders
players operation in center area of court	Guards

Formation of these players and designation, is the same for the players of the board game.

#### Detailed Description of Method of Play and Rules.

Fig 1. Shows the formation of players to begining the game and every play of the game.

1. Formation to begin the game with two teams, all players must line up in legal formation, behind start lines within neutral zones,(6) at designated starting lines, forwards are to line up in lane 1-2 and they perform the race that initiates the game, and all plays during the game. Defenders line up in lane 3-4. Guards line up in the center area of court. When a player commits and infraction during the race, or is line up incorrectly. Forwards will line up again, but this time they will line up parallel to each other at the neutral zone, and the referee will blow two whistles. On the first whistle, player in lane 2 will start, on the second whistle, player in lane 1. will start. (If the offending team member had lane 2 that team will loose that position and forwards will switch.) When three teams are participating, they will play with three men teams, one forward from each of the teams that won the coin toss, will line up for the race in lanes 1-2.

There will be one player from each team participating in the race line up against one player from the team, not, participating in the race, line up in the defenders area. There will be one player from each team line up in the guard area (11).

2. The ball, in heatball, is played in a symbolic hot, and cold status, and will be placed on the cone by the referee in the center of the neutral zone(6) in lanes 1-2, at a neutral zone in the straight area of the court at the beginning of the game, and the beginning of every play. The ball will be come hot once the player that won possession during race crosses a neutral zone with the ball, the ball may be dribbled with one or both hands. With three teams participating when either of the teams that participated in the race scores, this team will race against the third team which did not participated in the previous race.

3. A run off begins the game and every play, the game clock shall begin to run at this time

4. During A run off: Two forwards, will race towards the ball, from the farthest neutral zone(6) from the ball, to reach the ball, and put it in play. Forwards that jump the neutral zones, during the race, before reaching the ball, will accumulate an extra point towards their score, in the case their team scores during that play. Forwards must not step on foul lines, or enter into the opponents skating lane during the run off. Only forwards racing can put the ball in play, no other players may enter or come into the area of lanes 1-2, during the race; both forwards involve in the race, must race across the neutral zone where the ball is placed, before proceeding towards any other area of the court. Violation of any these rules will place the same two teams racing against each other but the team who received the penalty will race on the second whistle. Two whistle rule (see index of rules).

5. The 30 sec clock begins upon one forward obtaining ball, and is reset after every score, and after every failed shot attempt.

6. The Player that obtains the ball, must skate across a neutral zone, or pass the ball to a teammate to skate across a neutral zone (6), so, that he may heatup the ball, before he can attempt a shot for a score. After a failed shot attempt, the ball may be recovered by a teammate, and shot again for a score. However, if the opposite team recovers the ball, the ball is cold, and this team has to take the ball out to a neutral zone in the area of lane 1-2., to heat it up.

7. The game can be played, with each team alternating to race in the inner lane, of the area of lanes 1-2, or the game may be played by players racing from staggered start lines. Players line up in the Start lines in the area of lanes 3-4. are defenders. players in center area are the guards.

8. There is one player from each team in the guard area(11), in Guard area, players may rotate in any direction they wish, players in lanes 1-4 have to rotate in the direction indicated by the arrows(10) on the ground.

9. At the time the ball is put in play. A play 30 clock will begin. If the 30 second clock time expires before a shot attempt, this constitutes a violation, and causes a penalty for that team. The ball shall be turned over to the opposite team for a free throw in the area of lanes 3-4 before the circle with 4 in it.

10. After the completion of a play, a completed free throw or a score through the horizontal rings Fig 4, players will line up in legal formation to begin next play, with a run off. With three team participation if the scoring team was not involved in the initial run off the other two teams will flip a coin to decide who will race against the scoring team. If such team scores through the vertical ring, and does not recover the rebound everything remains the same. Whenever a team that participated in the race scores, that team will race against the team that did not participated in the previous race. This only applies when playing in oval court.

11. Players will not push trip or in anyway block forward progress of the opposing team members. If this happens a penalty will be charged against the offending player, and a free ramp shot will be awarded to the offended player. This is called illegal contact. In the case two players are guilty of a foul simultaneously these fouls should offset and no penalty shall be called. The same shall be in effect when three teams participate.

12. Lane changes by players in the same rotation, shall be performed in a manner that, does not slows, or blocks an opponents forward progress. Proper space shall be allowed during lane changes. At least 2 ft clearance. (Referees discretion)

13. Areas between neutral zones,(6) and guard area,(11) are called scoring zones, at no time during the game, more than 2 players from a team, may occupy a scoring zone, if this takes place, a foul has taken place, and a free throw is awarded to the opposite team. With three team participation two players from one of the teams may occupy a scoring zone, or be in the guard area. The other two teams may only have one player within that zone.

14. Legal lane changes, may be performed by players, by crossing into the next rotation, or embracing a teammates arm, and performing and assisted lane change.

15. Players may carried the ball during a lane change, and for three steps afterwards, without dribble, players may roll from one circle to the next without dribble. Violation of this rule is called carrying, this is a foul, a penalty will be charged, that team will turn over the ball to the opposing team in lane 1. Teams will form at the beginning point for the run off, in front of the neutral zone. Players may dribble the ball with one or both hands.

16. A scoring shot through the top ring Fig 4 adds one point to the score. this only applies when playing in the oval court.

17. Each team has 6 time outs per game, and two time outs per quarter, time outs are 1 min in length.

19. There will be two or three referees, and they may enter area of play when necessary.

20. Referees will blow one whistle sound, to indicate a foul, Two whistle sounds to indicate a free throw, three whistle sounds to indicate, it's time for players to come to legal formation to begin a play.

21. Players may skate in forward, or backward motion, but must follow indicated rotation for the lane they're skating .

22. When attempting a shot to score, if a player elevates himself, and performs a 360 spin before the shot, that player will receive double the amount of points awarded to him, by the circle (5), that will determine his score.

23.. When the players complete a ramp shot with the 360 spin, they receive triple the amount of points.

24. On the free throws, referees will place a ramp, that will allow players to elevate themselves to complete the spin motion, and complete the shot. Players taking a free throw will have a limited allowed time to complete the race around the neutral zones, Heatup the ball, and complete the shot. Players not meeting the time dead line will loose the privilege of the free throw, and will turn the ball over to begin in lane 1.

25.. The ramp shall be placed by the referee before the circle 4 in lane 3-4. Player must land within the foul lines (8), or shot does not count, and ball is turned over. All other players must remain in center area of court during the performance of a free shot.

26. When a player takes possession of a new lane within his or hers rotation, he or she must do so at least 2 feet in front of the opposing player, allowing enough space for the opposing player not to come in contact with him or her. (Illegal contact) awards free shot to opposite team.

27. No player shall leave the court of play without of approval by the the officials. ( Except in case of injury) Where a player is unable to signal Out.

28. Coach or team captain will signal time out, by creating a circle shape with hands using thumbs, and index fingers.

29. Coaches must inform officials, with the number of the substituting player before the change is allowed.

30. Substitutions may take place at time of official time outs.

31. No player may introduce the ball into the rings, from the bottom area, this shall constitute a technical foul which turns ball over to the opposing team in lane 1 with all players at starting lines.

32. The game shall be won by the team with the highest point score, at the end of regulation time. Any team that does not show up for a game forfeits the game.

33. No game can end on a foul. The opposing team will get one more attempt to score, and will have 3 min to do so.

34. A play becomes dead, when the ball is held by a player instead of dribbling while in the forward or back ward motion. for more than three steps.

35. A player may hold the ball while changing lanes, for the duration of the 180. twist into the new lane, and can move three steps, and shoot or dribble, or he will be call for carrying the ball. Players may hold the ball during the run to take a free throw.

36. Carrying the ball is punishable by turning over the ball to the opposing team in in the area of lane 1 with all players in starting positions. During three team participation, If ball is carried by team that won the ball during the race, the ball will be turned over to the team that participated in the race. If ball is carried by any of the other two teams the ball is turned over to the team that won the race. If a violation occur where a free throw is awarded; one free throw will be awarded to the other two teams.

37. Any player who may become injured, and can't resume his position at play, must be substituted within 2 min time. Violation of this rule turns ball over in lane 1. or awards free shot, if, offending team is not in possession of ball during violation.

38. After an injury time out, the ball shall be placed in play by the forward, at starting line, in lane no.1. All players are to start in normal starting positions.

39. If neither team has possession during the time, a violation is committed, a coin is flipped, the team awarded the ball, shall put it in play from the start line in lane 1. And all other players are to line up in their starting points. With three team participation the ball will be awarded to the team that won the race at the beginning of that play.

40. All players that will be substituting must report to the official before entering.

41. No substitution shall take more time than 30 sec. If it does a foul free throw. will be given to the opposing team, at the spot of the 4 point circle in lane 3-4. A substitution time out has duration of 30 sec.

42. Players shall not kick the ball, or use their knees to maneuver the ball. The ball may be handled in the legal dribble form; and ball may be legally bumped with the head, or slapped towards a teammate for quicker passing maneuver. Any Player may attempt a shot at any basket. If any player violates ball handling rules, the ball shall be turned over to the opposing team in the area of lane 1. at starting point.

42. Standing still in any area of the court is a violation, which turns the ball over if this team is in possession or awards a free shot to the opposite team if team does not have ball possession

43. Any player handling the ball, loses control of the ball, and the ball touches the foul line or goes out of bounds, this shall turn over ball, and give the opposing team, and advantage in the run off, to restart the action, by starting first, in lane 2 on the first whistle, and the offending team in the second whistle in lane 1.

44. In the case two players, from opposite teams, find themselves holding the ball, at the same time, for more than 2 sec, officials shall blow their whistle, and have these players take a ramp shot each, in lane 4 on the 4 point circle zone. With three teams all teams will receive a free ramp shot.

45. In case a player falls to the floor while holding the ball she or he, may get up, and dribble, but if he or she holds the ball for over 2 sec the ball must be turned over to opposing team at the start line in lane 1. The three team turn over rule applies.

46. In case the ball touches a foul line(8), or goes out of play, and there is a doubt as which player was at fault, do to both players handling the ball at the same time, both players will receive an opportunity to take a ramp shot in lane 4 from the 4 point zone. With three teams, all teams will receive a free shot.

47. In the case of a player throwing the ball against the body of an opponent, to purposely cause it to go out of bounds, this shall constitute a foul. The ball shall be awarded to the opposite team in lane 1. Rule remains same with three teams.

48. Any player with 3 or more intentional fouls, must be escorted out of the game, by the referee, for the remainder of the game. An intentional foul is one where is clear to the referee the foul could have been avoided.

49. All players must move their bodies in a way as to not cause others to come in contact with them, in an violent manner, or in a manner, that will constitute an intentional foul.

50. Intentional fouls are punishable by a free ramp shot at the 4 point zone in lane 4. With three teams all teams receive a free ramp shot.

51. Referees will blow one whistles sound to indicate the play action stopped for any reason.

52. A team may be charged with a technical team foul, for having too many, or too few players, on the court. This will turn the ball over in lane 1, if team has possession, if team does not have possession, the offended team will race in the lane 2 at first whistle. Three team turn over rule applies.

53. When a team reaches 4 technical foul: This will award opposing team a free ramp shot in lane 4 before the 4 point circle. Free throw rule for three teams applies.

54. Technical Team fouls are charged against team captain.

55. Any player taking steps against rotation shall be called for skating against, rotation. This will give opposing team. A free ramp shot with ramp place in lane 4 before circle with the no. 4 inside. Three team free shot rule applies.

56. Players rebounding the ball, can take a shot attempt only if he or she recovered a hot ball, from his own teammate. Player rebounding a ball from the opposing team shot, may pass the ball out so a teammate in lanes 1-4 may heatup he ball before the shot attempt.

57 A cold ball shot attempt, is a foul, and turns the ball over in lane 1. Three team turn over rule applies.

## OFFICIALS

### Referees And Field Judges Duties:

1. Before commencing any game, referees shall inspect that all equipment is in good, and safe condition.

2. Before commencing the game referees, coaches, and trainers shall inspect that all players are wearing the proper protective gear, and are not wearing or caring any object or additional equipment that is not within regulation or is deemed unsafe.

3. Referees, shall inspect the ball, baskets security, and placement.

4. Referees, and field judges will have at their discretion, all calls which can benefit the game, and the safety of the players.

5. Heatball is a new sport, and therefore may require additional rules, and regulations, that will be instituted to promote the game in a safe manner.

6. Officials, and referees, will be responsible for implementing game rules.

7. No one official can overturn another officials' decision on a particular call.

8. No player, at any time, shall question a call, nor debate a call with an official. Only the team Capt. will be inform as to the procedure, that will be in place, in the case of fouls, and penalties.

9. Officials will have determining authority, to make decision with regards to any play or situation, that may occur during play time of the game, which, has not been covered, and or specified in the rule book of Heatball.

10. Officials shall blow their whistle once, to indicate any foul, and, shall indicate to the card keeper the number of the player being charged with a penalty.

11. Officials shall blow their whistles to indicate the end of every play, every foul, at the beginning, and ending of the game.

12. Officials shall charge a capital foul, to any player coach or member of the team, whom exhibits UN-sportsman like conduct. This capital foul shall be executed by expelling such player, coach, or other member of such team. This will include but not limited to fighting, or malicious conduct, that could be deemed unsafe, or harmful to any member of any team or spectator.

13. Officials as well as coaches shall promote an attitude of friendly competition, and courtesy towards all persons involve, and exhorting this sport. Heatball is a sport of skill, timing, synchronicity, and skating skills. Heatball is in no way intended to create violence bodily harm to anyone involve or exhortating.

14. The officiating staff must have available for all games a first aid kit, and substitute official in the case of injury the game may continue.

15. Officials will signal time out by creating a circle above their head, after blowing their whistle.

16. Officials will signal fouls after blowing their whistle, and call out foul, crossing their hands at wrist level with closed fist in both hands.

17. Official shall signal the free throw by spinning their right hand up in the air with index finger straight, and the rest

folded.

18. Official will call for the stopping of the clock by creating a T shape with four fingers of the right hand held under the left palm of the left hand held up chest high.

19. Time violation of the 30 sec clock, violation of the time allowed for free throws, and delay of game by a team, shall be signaled by the official by creating a T like shape with only the index, and middle finger, holding this sign, chest high.

#### OBLIGATION OF THE CARD KEEPERS

1. Time keepers, and card keepers, shall inform referees, and officials as to the amount of fouls accumulated by a player; to require such player to take mandatory rest, team fouls accumulate against team Capt.

2. Time keepers shall be responsible, for registering the amount of players available, and the substitutions made during a game. Time, as well as scores, shall be kept in chronological order, and officials shall be advised as to necessary information during time out periods.

3. Time keepers, shall make sound a bell, that will indicate the end of regulation play for any period.

4. Time keepers, for the 30 sec clock, shall be responsible of informing the officiating team by signal, that the time requirement has been violated.

5. If there is a tied score at the end of regulation time, the time keeper shall make sound his bell twice, to indicate the end of regulation time. with three teams and tied breaker will be played by all three teams.

6. The time keeper, shall sound his bell, at the beginning of any additional quarter required, to brake the tie.

#### DEFINITIONS OF SPECIAL RULES

1. Free throws are a privilege for the offended players.

2. No other player, shall be allowed to take the place of the offended player, (except the offended player cannot proceed due to injury.) In such a case, the Capt. will designate a player to take the free throw.

3. In the case of technical foul, where a coach or a team member, that it's not in the game, commits the foul, that can be punishable by a penalty. The team Capt. will designate the player that will take the shot for the team. And such foul will be charged to the team Capt. of the opposite team.

4. The foul shot shall be taken in this manner, players must circle the length of the court in the area of lanes 3-4, must cross the neutral zone in this area to Heatup the ball, before attempting the free throw.

5. During the course of the free throw do to a foul, no other player shall obstruct the path or vision of the player taking the free throw. In a case where an opposing player, obstructs or interferes, with the player taking the free throw, and additional free throw, shall be awarded to such player and team.

6. Any foul committed during the course of an attempted basket, where the basket is completed, the points shall count, and the player offended shall be awarded a free throw.

7. Referees are to warn players whenever possible, to avoid behavior, and conduct that may lead to violence.

8. No player shall change, his or her number, before getting the change authorized by the officiating team.

9. If a foul is discovered to have taken place, after the end of a play, that has been consummated, and as a result a score has been obtained the score shall stand, and the penalty shot shall be granted to the offended player.

10. Members of the same team may jump over, and go under, and between the legs of their teammates. However, members of opposing teams may not at any time jump over, or try to go under, or between the legs of opposing team member. Players are encouraged to jump over, any fallen player to avoid collisions.

11. If a collision occurs while two members are attempting to gain possession of the ball, and they were both in good position to attempt recovery, no foul shall be called.

12. All rebounds by players, must be handle with care not to jump, or land on other players. If a player purposely or carelessly jumps, and land on another player, that player shall be charged with a foul. This violation turns the ball over to the opposing team, after a free throw has been awarded. Three team rule for ball turn over applies.

13. Players must not pass the ball, or receive a pass, while skating over the neutral zone. This violation will turn ball over to opposing team in lane 1. Three team rule for ball turn over applies.

14. All players are required to wear protective gear during games, and practices. This gear will include Helmet with face guard, knee, and elbow pads.

Special rules for Heatball  
with a three team participation .

1. The line up formation for Heatball when three teams are competing at the same time are as follows:
2. Two teams will have a coin tossed, the winning team has secured a racing spot in the run off.
3. The two teams remaining will have a toss of a coin to see who will be running against the team that won the first toss competition. The winner of the second toss competition will race against the winner of the first competition.
4. The two teams that won the coin toss will race in the run off to compete for possession of the ball.
5. Three team legal formation will be as follows.
6. The two coin toss winning teams will have players line up in the area of lanes one and two and one player line up in the area of lanes 3-4 and one player line up in the guard area.
7. The third team will have players line up as follows: two players from this team will line up in the area of lanes 3-4 and one player will line up inside the guard area.
8. All rules pertaining to lanes one, and two during the run off will apply as far as no other player may enter the area of lanes one, and two during the run off.
9. During the play where a team does not win the right to race during the race off, but this team is the first to score, do to this team obtaining a rebound, or a performing a steal, this team has automatically won the right to race, and the two remaining teams will have to perform a coin toss, to determine who will race against the scoring team.

INDEX OF KEY RULES, WORDS & TERMS FOR  
HEATBALL

1. Two whistle rule: referees will blow two whistle sounds two seconds apart. On the first whistle one player will start, and the penalized player will start on second whistle.
2. Illegal lane: Change, blocking or pushing opponents. Free Throw award. Three team free throw rule both opposing teams receive free throw.
3. Touching the foul lines with skates: During the run off. a player guilty of this infraction will race at second whistle.
4. Illegal contact:, Tactics for ball stealing, such as slapping or hitting opponents' body parts. Free Throw award.
5. Receiving a pass or passing over the neutral zone: Free Throw award
6. legal formation: Is used to begin run off, or game.
7. Players are require mandatory protective gear, includes, Helmet, elbow pads knee pads.
8. Legal formation: Places players behind neutral zones , forwards in lane 1-2 defenders lanes 3-4. guards, inside guard area.
9. Game clock: Begins with first run off.
10. 30 sec ball control clock: Begins with ball possession, at every play, and after every score, or failed shot attempt after a team has recovered a rebound.

11. The Forward, that wins the ball, must heat up the ball by crossing any neutral zone with it.

12. Ball is played in Hot, and Cold status in Heatball.
13. There is one forward from each team in lanes 1-2.
14. There are two defenders from each team in lanes 3-4.
15. No more than two players, from any one team can be in a scoring zone during a play.
16. Players may steal the ball , but must be careful not to have illegal contact.
17. Lane changes, shall be performed in a manner that does not block, or interferes with opponents.
18. Players may carry the ball for three steps.
19. Players may carry the ball while rolling from one circle to the next.
20. scoring through top rings adds one point to score.
21. Scores through the vertical ring, do not stop action, action continues, same as in rebound situation, new 30 sec clock is started.
22. No player may introduce the ball through the bottom section of the ring.
32. Each team has three 1 min time outs per quarter, and two 30. second time outs for substitutions.
33. Referees blow one whistle to begin action play.
34. Referees blow two whistles to indicate a free shot formation.
35. Referees will blow three whistle sounds to call players and indicate legal formation time.
36. Referees blow one whistle to indicate infraction of any type.
37. Ramp is used to perform free shots.
38. Players performing a 360 spin in the air, before a shot, receive double the amount of points.
39. Players performing a 360 spin during a ramp shot, receive triple the amount of points.
40. Player taking possession of a lane, must have a least 2 ft clearance.
41. No player shall leave the court with official approval.
42. No game can end on a foul.

KEY WORDS AND TERMS

1. Heatball: Name Of New Game invented in the year 2000.
2. Run Off: The race which begins a play or a game.
3. Neutral zone: A key section of court with various uses.
4. Scoring circles: Court Symbols used to indicate scoring amounts.
5. Rotation arrows: Court symbols used to indicate rotation within certain areas.
6. Ramp shot: A shot perform in the game, from a 3 ft ramp.

## Strategies For Passing, and Ball Handling .

7. Forward: A term used to describe players skating in lanes 1-2
8. Defenders: The term used to describe players skating in lanes 3-4.
9. Guard: The term used to describe player skating in the center area of the court. ( The guard area.)
10. Technical Foul: Term describing a team foul
11. Scoring zone: Any area between neutral zones & guard area.
12. Intentional foul: A foul that could have been avoided
13. Fouls: An infraction during the game.
14. Guard Area: Area in the center of the court.
15. Skating against rotation: A foul committed by player not following indicated rotation for a zone.
20. Carrying: Violation committed by a player where he fails to dribble the ball when its call for by regulation.
21. One or Two or Three Whistle Rules: Rules regarding formation according to whistles sounds. Referees sound one whistle sound, to stop action, or indicate a foul, two whistle sounds, to indicate a free throw formation, three whistle sounds to indicate legal formation time.
22. Free Shot: A shot awarded to a player that has been offended by a infraction against him.

Strategies And Plays, For Players,  
and Coaches to learn, and Practice.

### Strategies For Lane control:

Lane control is very important in Heatball. When players control certain lanes they place themselves in a position for better offense, and defense. Example: A player recovers a rebound, and the ball is cold, he must seek the neutral zones in the area of lanes 1-2 to heatup the ball. He should try by all possible means, to obtain lane two, and maintain lane 2 until which time he is ready to make a move, lane 2 is a better position for a pass, a lane change, or shot attempt. By being in lane 2 the player has a better view of the defensive set of the entire court, and he forces his coverage skating in the same direction to defend from lane 1, placing him at a disadvantage. Being in lane 2, this player prevents the defensive player from taking lane 2, and synchronizing his speed, to that of the offensive player to block his view, to delay his lane change, or diminish his passing ability. ( This is called lane locking from the defensive perspective). Lane locking is the act of the defensive players when they lock an offensive player in a certain lane by synchronizing their speed to the speed of the offensive player, to prevent lane changes , or passes of the ball from that lane, due to the defender being too close to attempt such a move safely. Also when a defensive player is force into lane 1, that defensive player is in a position where he is farther away to recover from the trick moves the offensive player can perform. Moves like a 360 spin to cause a the defender to skate ahead, and provide the necessary room for an offensive move. If a defender is forced to defend from the area of lane 1 this defender is at a disadvantage since he is farther away from everything when the offensive player makes a moves. Lane 2 is a shorter distance to the baskets, lane 2 is also the closest lane to the next rotation for a quick lane change. Lane 2 allows the team to perform, and arm embrace lane change. Lane 2 allows the player to see the defensive player coming towards him from the opposite direction to try and steal the ball or hit it away from him, giving him a better view of the defensive set

Heatball makes available, passes, and ball handling strategies that are unique to this sport, due to it's court design, and the fact that players are skating rather than on their feet. Heatball has a court design, that places participating team members on different lanes, these lanes force rotation in different directions, and they often face each other, players may also use their skating skills to face each other while in different rotations by quick turning motions, that places them skating in the backward motion, this creates a great number of situations where the team with ball possession has available to them, an element of surprise, and creates passing plays, that could lead to a key pass, to create a scoring opportunity. For example: When the run off takes place, and the winning participant takes possession of the ball, he may immediately look for the participant within his team that is playing in the defender position to pass the ball to him, so that he may heatup the ball using the neutral zone within the areas of lanes 3-4, and try to create a scoring opportunity, do to the position of the defender. This pass, is used to heatup the ball quickly, and thereby have a longer span of time to maneuver the ball, and create a play, that will lead to a score. This play also places the ball closer to the guard area, this could be called ball penetration, getting the ball closer to the baskets for an easier, and quicker shot. Once the ball has been passed to a defender, the pass to a teammate in the guard area would be easier, and would create an opportunity for a scoring shot through the vertical ring, with the intent to have the ball rebounded by a team-member, skating in the area of lane 3-4, or 1-2. To effectively perform this play, and heatup the ball, the pass must be received by the defender before he has reached the neutral zone. This can be done, only if the defender from the opposing team, is not too close in proximity to create a blockade of this pass attempt. Defenders in this game, must be ever vigilant, that they are synchronizing their speed, to that of their opponents, and to be in the right place to defend against such passes. Defenders as well as guards, must try to synchronize with the forwards to place themselves in a position where they could hinder the forward with ball possession, from penetrating into lanes 3-4, and use the neutral zones within these areas to quickly heatup the ball . Passes between their legs to the player skating directly behind them are very effective, and are easily performed while skating.

### strategies For Defensive Moves To protect the Neutral Zones and delay the offense operation of Heating Up the Ball.

Neutral zones are key areas of the court, they will be used by both the offense, and defense in a strategic manner. All players must keep in mind they may not receive a pass or pass the ball while skating over the neutral zones. The purpose of this rule is to avoid the situation, where a player may claim to have heat it up the ball at the same time was receiving the ball, while skating over the neutral zone. It is often the case where a player skating in lanes 1-2 will turn in to lanes 3-4, to heatup the ball by skating over one the neutral zones found in these areas. Defensive players can prevent offensive players from turning into the next rotation by synchronizing their skating speed to be in the precise area where the offensive player would most likely make his turn, into the next rotation, thereby presenting a block to the entrance to this lane area for the offensive player, as, all players must yield a space of at least two feet to any player within a lane when entering into a new lane. The defense can take advantage of this rule, and plan strategy to create a situation where a forward, that has obtained the ball by winning the race, is force to stay within the area of lanes 1-2 for as long as possible, this way the defense prevents penetration, and proximity to the baskets by that forward. When a rebound is obtained from the opposing team, and the ball is in cold status, this team must use one of the neutral zones in the areas of lanes 1-2 to heatup the ball before a shot attempt, if this player skates out to the area of lanes 1-2 himself to heat up the ball, the defense should try to synchronize with that player, to make sure he is force to stay in the area of lanes 1-2 for the longest time possible, and thereby cause him to use as much time off the the shot clock as possible, before he can set up a pass or a shot attempt. This situations, usually arise when a player rebounds the ball, and his team mates are not quick to assist, and place themselves in a position to receive a pass from such players, This strategy is very useful against ball Hogs, players that don't like passing the ball. Making sure forwards racing jump the neutral zones is always a good way to accumulate those extra points, and taking advantage of poor coverage to use the nearest neutral zone in

## Strategies for Using Scoring Circles.

Scoring circles on the heatball court, are use to determine how many points the players will receive when their shot attempts are successful. These circles can also be use as landmarks by players to create offensive and defensive plays, by calling a certain pass or move to take place in proximity of, or over a particular circle on the court. Example: All teams, call a offensive play in case they are winners of the run off, and a defensive play in case they are losers of the run off. A team can call an offensive play, that would work using the circle in the very center of the court, over the foul lane surrounding the guard area as a landmark for their forward to make a pass to the guard after turning into the area of lane 3-4, having used that neutral zone to heatup the ball, by doing this, the forward passes a hot ball to his teammate the guard, in the guard area, where his teammate has the greatest chance of making the shot by having the best penetration, and having the advantage of a shot with the greatest proximity to the baskets. The circles on the heatball court, are placed in a manner where they can be used by players as guides, to obtain precise angles to take their shots. Example: a player skating in the area of lanes 1-2 can use the first circle that's found over the 2nd foul line, as he enters the curvature area of the court, as a guide for a shot. This circle provides an angle, that gives a player a very good position for shooting the ball straight into the vertical ring. Shooting the ball while skating, will require for players to adjust their shots by calculating their time, and distance from the baskets in a very different manner, than the manner a player uses to take shots to a basket, while on his feet. Scoring circles should be used by the defending guards to synchronize their speed to the speed of the forwards skating in lane 1-2 whenever possible, this is done by the guard trying to synchronize his speed, to the speed of the forward, while maintaining a strategic distance, while his speed is almost the same speed as the speed of the forward, he follows staying behind a distance, equal to the distance found between circles. By doing this the guard can place himself in the right spot, and prevent the forward from penetrating into the guard area easily.

### Strategies For Forward, and Backward Motion Skating.

Skaters can skate in the forward or backward motion, this allows them to face any given direction anytime they choose to turn their bodies in that direction. To find the most convenient position to execute a play, pass or shot. Example: offensive players can call a play where the forward, and the defender or forward, and guard, or defender, and guard, would call a play where at a certain circle, or place on the court they turn their bodies, and skate in the backward motion so that they may be facing each other, even though they are skating in different lanes, and different rotation. These moves confuse the defense and they can execute a pass, or a shot that would gain them a score. Example: A forward skating in lane 1 is being cover by a defensive player, this player has synchronized his skating to prevent the offensive player from changing lanes into the area of lanes 3-4 and is trying to strip away the ball from the offensive player, the offensive player can't shake him, due to his speed. The offensive player signals a teammate, this signal indicates to the teammate, that at the next circle, they will both turn, and skate in the backward motion, and at that time the player in lane 1 will pass the ball to his teammate skating in lane 4, the execution of this play has just move the ball, and allowed the ball to penetrate all the way from lane 1 to lane 4, placing the ball closer to the baskets, creating a greater chance for the possibility of a score. There are many times when a player finds himself in a position where he has just recovered a hot rebound, but do to his position on the court, and his skating speed he will need to switch his skating motion, and skate in the backward motion to create a better angle for a shot to a particular ring. There are also occasions when a player in a defensive position will spin around, and skate in the backward motion for a second or two to create a different angle to try, and strip the ball away from the offensive player he is covering against. Heatball offers players an opportunity to show off their skating skills. Skating in the backward motion is an acrobatic type of display, a skater can exhibit great showmanship with speed skating in the backwards motion.

## Strategies For Using the Outer rail and ramps.

Heatball has a feature, that will provide participants with a unique court setting, this will include, and outer ramp section that will enclose the court area, this ramps may vary in size, and angles, they may be from 4 ft in height up to 10 ft in some instances, where the court site will be feasible for these size ramps. These ramps will have a railing on the top where skaters will be able to jump onto them, and perform acrobatics that will serve as defensive, and offensive moves. These acrobatics will be fun, and entertaining to watch from the spectators view. At the time I'm writing this book these ramps have not been installed in any Heatball court yet. These ramps will give players a place they can use to obtain extra speed by skating onto the ramp, and taking advantage of the speed they can obtain from the descending motion from the ramp. The rail on top of the ramp, can be used by the players to exhibit their skills in jumping, and switching their body position while on the rail, this may serve as strategy to trick an opponent to believe they are going to jump off the ramp, and instead they just switch their body position. This height will provide an offensive player with a top perspective view of the entire court, and from the top of the rail, a pass may be easier to perform. When a player is on the top rail it is very difficult for a defensive player to match his height, and block a pass. This ramps, and rail area serve as an extension of the court area providing extra space for teams to create offensive plays using this area, and providing the defense with additional strategies to defend against such plays.

### Strategies For Heating Up The Ball.

One of the main objectives for the offense once they have won the run off, and are in possession of the ball, is to perform the Heatup operation of the ball, to try, and develop their play to execute a shot for a score. The Heating up of the ball also takes place when a team rebounds a ball from a missed shot performed by the opposite team. During the run off, forwards participating in the race will be obtaining the ball in either lane one or two, depending on which lane they obtain the ball, their teammate playing defender will try position themselves in a strategic position to obtain a pass to assist in the Heatup operation of the ball. Example: The forward in lane no. 2 wins the race, and obtains the ball, if his teammate the defender manages to elude his cover, and place himself in the position just before the neutral zone area to receive a pass, the forward can, at that time pass the ball to him so that he may perform the heatup operation of the ball, from there the ball may be pass to the guard for further penetration, and a possible score. If the forward in lane 1 wins the race, and obtains the ball, it might be a better strategy do to the position of the player to perform a 360 in his very own lane, this causes the defender racing against him to skate ahead of him, this allows him to take possession of lane 2 making a lane change into lane 3 possible where he is then able to heatup the ball in a position of deeper penetration, and a position where a shot would be easier to perform. During play action if a team executes a shot is not successful; when this ball is rebounded by the opposite team, this team has just pick up a cold ball. Strategy to perform the heatup operation quickly; if the rebound takes place in the guard area, the player should be encouraged to pass the ball out to a teammate skating in the area of lanes 1-2. this minimizes the time consumed in the 30 sec shot clock, and also maintains a player within the guard area. It's important to remember that due to the limitations of amount of players within a scoring zone a team which may be lacking in speed may make up for it by using this rule to it's advantage, and maintaining 2 players within the guard area, close to the area of most rebounds.



### Strategies for Use of the Head Bunt.

The head bunt of the ball, offers players an alternative method of ball handling, and an additional method where they can perform acrobatics to exhibit their athletic ability, and delight the viewers with a alternative methods of play action. A head bunt may be more feasible for a particular situation than catching the ball. Example: A defensive player notices there is a pass that he could intercept, but he notices that he is being tightly cover by his opponent, and at the same time notices, that he could jump, and perform a head bunt on the ball which would place the ball in a position where one of his teammates would catch it, and that teammate is in a better position for scoring, at that moment, that player may take the option to use the head bunt instead of intercepting the ball, and taking the risk of having it strip away by the player covering him. The performance of a jump during the action will serve as a point of interest, and excitement. This operation will possibly turn out to be a better option. The head bunt can also be used during the operation of a design offensive play. Example: A team may design a play where a forward handling the ball executes a pass to his teammate playing guard a which could be skating in the same direction as the forward, both using the straight away area of the court could be skating at high speed, the guard instead of catching the ball, head bunts the ball as a pass to the defender skating in lane 4, whom is skating in the opposite direction the defender than may take a shot to the basket, with the ability of obtaining a higher point score using a circle in that area, from a good position. This play executed properly, and using the highest speed possible would offer a beautiful execution for the viewers to witness, do to the speed at which it takes place. This play would require synchronicity it would be best executed using the circles on the ground as landmarks for points of execution of the passes.

### Strategies Free Ramps Shots.

The ramp shot is unique to heatball, and it's the type of challenge not presented in any other sport, no athlete has any practice at performing such action, it's therefore recommended, that all players whom will try to learn to execute this type of shot, to learn ramp ascension, and decent techniques before attempting to handle a ball to perform a shot. Players can be assisted by their coaches in learning to skate over the ramp, by a series of exercises where they first attempt to ascend onto the ramp, once they begin their ascension onto the ramp a coach or assistant should be standing very close by to assist the player, the player should stop, at the top end of the ramp, and jump off slowly, once the player feels comfortable with the ramp ascension, and decent, the player should be allow to handle a ball, and begin trying shots from the ramp. Placement of the ramp regarding distance from the basket should be at every player discretion, and how comfortable they feel with their ability to shoot the ball. After players have practiced the standard ramp shots, and feel comfortable performing such shots, they should be encourage to begin practicing the 360 spin off the ramp as they begin their decent. Coaches as well as players should take note of the best speed at which every player feels it's the most comfortable for them to execute these shots. It's important to note that ramp shots are not mandatory at any game, or any time, but they are an acrobatic feat which looks good, and it's lots of fun for players to learn, and execute. As players become more experience with ramp shots, they will develop the ability to time themselves as to the amount of time they will need to perform these shots, and they will also develop their own techniques as to what approaches works best for them. Some players will prefer their ramp placement straight within the lane while others may feel more comfortable with ramp at a slight angle towards the basket, or a slight angle away from the basket for, and easier 360 spin of the ramp. As this sport develops, and grows coaches will specialize in the training, and teaching of these specific techniques for ramp shots.

### Strategies For Run Off.

The run off is one the most important, and exiting features of Heatball. During the run off players will be able to entertain their viewing fans, exhibit their ability to use, and control their speed, the control of their speed to win the race will depend on their ability to learn how to skate in the different court areas, and learn how to precisely use the straight away area of the court to obtain maximum speed, and how to adjust their speed, and body position at the time they enter the circular area of the court. Once players become experience at racing on a Heatball court, they will be able to display spectacular races by making these races very close at the finish line where the difference may be a matter of only inches, and where they will be in a position to obtain ball. It's the quality of the run off, that can determined whether the entire play may become a high or a low scoring play. Example: An experience player racing against a not so experience player, may during the course of the race cause the inexperience player to make a mistake during the race where he will fall, do to his inexperience at taking the curves, this will cause a defensive deficiency for that team, due to the rule that obligates the forwards in the race to cross the neutral zone where the ball is place, before entering the defensive play, this will offer the forward that won that race, and obtained the ball, extra time to perform an offensive play, with a defensive set that is lacking one man due to that man, having fallen during the race, and requiring extra time to get up regain speed, cross the neutral zone, and get into the defensive set to assist his team. It's the pace at which the run off is performed, that will determine the pace of the rest of the players in the game, due to their need to synchronize to the forwards, to be in a position where they can receive a pass to move the ball within the playing field to obtain a score. During the run off, forwards are not to touch the foul lines or enter into the opponents lane, this will require the forwards to learn precision at turning, and using their space. At the end of a race a forward does not necessarily have to pick up the ball, he can slap the ball towards his teammate or head bunt the ball towards a desired area of the court.

### Strategies For zone Defense.

The Heatball court is divided into scoring zones, areas between neutral zones are designated scoring zones, and the guard area is also a designated scoring zone. The violation of having too many players within a scoring zone area, has the purpose of maintaining players spread out in positions all over the court where they cannot bunch up together in a certain area of the court causing a collision, and causing the play to end in a penalty or a foul of illegal contact. Having players spread out over the entire court creates a set up where there is always an outlet for a pass or an escape route for a player to change lanes or move into a different area of the court. Zone defense plays a major role through out the game, players should be coach on how to cover certain zones to avoid penetration by the offense. For Example: The scoring zones found in the areas of lanes 3-4 should be guarded by two defenders whenever possible this would put defenders in a position where they can synchronize their skating to the skating of the offensive player looking to penetrate, and prevent him from turning into these lanes for a closer shot to the baskets. The guard area is a scoring zone, that should be well defended at all times, having two players within this area presents a greater opportunity for a team to catch a rebound, during the coverage on these areas, all players should beware that they are not standing still for this would cause a penalty, and it also places such player in a position where he would not possess the speed to match an offensive player, that just entered the guard area with lots more speed. Players must remember that being on skates the recovery time deficiency to try, and match someone else's speed is crucial for defensive purpose. Is difficult to recover, and perform a good defensive play once the offensive player has skated ahead of the defensive player leaving him behind, do to the speed of movement by the players, any player who can out run his coverage may place himself in a position where he has a clear shot free of defensive obstruction. Covering the zones, and maintaining speed to match that of the opposition is a key factor in executing an effective defense.

### Strategies for defensive coverage in the guard area.

The guard area of the court is an area where the defense can operate differently. This area has open rotation, within the guard area, players can rotate in any direction they want, this creates possibilities for a defensive setting that's not limited to movements in one direction. Players must be coach to avoid trying to execute defensive coverage, against an offensive player entering the guard area, in a position where they are found face to face to the offensive player, any player that's face to face to another player is likely to have the other player skate by him. Example: A player on the defense executing the position of guard for their team, and playing in the guard area, anticipates an offensive player from the opposite team will be entering the guard area to execute a shot, the defensive player should immediately ready himself, and position his body to skate in the same direction, and match the speed of the offensive player entering the guard area. This is necessary so that the player playing guard is not in a position where the offensive player can skate passed him, if the offensive player is able to skate pass the defensive player, the defensive player is not likely to perform an effective defense. Once the offensive player has skated passed the defensive player, the defensive player has to recover by trying to create speed to match the speed of the player, that just passed by him, this puts him at a disadvantage regarding position. Players in the guard area must always remember that within the guard area the distance to the baskets is shorter than from any other point in the court, and this makes it very necessary for them to execute effective defensive moves. The guard area has a yellow broken line through the center, this line runs directly in the center of the area and it also runs directly under the basket for shots, offensive players can use this line as a guide to execute their shots, by using the line an offensive player can position his body, and the ball to be in the best angle possible to execute a shot to the center vertical ring, or any of the other rings. Defensive players within the guard area must also be taught to use the center line as a defensive weapon by guarding this line, and placing their bodies on it, and not allow the offense to use it as an easy guideline to take shot.

### Strategies For Three team Defensive Moves.

When three teams are playing, the defensive strategies will change. The team which does not participate in the race do to it not winning the coin toss, must immediately upon initiation of the play must try to place two of their players in the guard area, remember, when three teams participate only one team may have two of their players within a scoring zone, by a team placing two of their men in the guard area, this will place them in a position where a rebound recovery is more likely, and this would give them ball possession, remember in Heatball a score through the center vertical rings has the same effect as missed shot regarding a rebound. In the case of the third team, that did not get a chance to win the ball during the run off, will now use the court areas to it's advantages, and will be looking for a rebound, a rebound offers ball possession which means they will have the possibility of a score, and this assures them a spot in the next race if they score through one of the horizontal rings. Part of the strategy when they recover the rebound is to try, and score through a horizontal ring to assure their team a spot in the next race. We must remember that participating in the run off race, provides a team with a chance to accumulate an extra point by jumping the neutral zones during the race, and this is an opportunity to score points that should not be overlooked. It's important for all teams playing during the three team participation games, to remember that only two players from anyone team may be in scoring zone, and only one player from the other two teams will be allowed in this area. Taking advantage of this rule can help a team place their players in positions within the zones, that will be beneficial during ball possession. For Example a team in possession of the ball wants to assist the ball handler, and avoid the ball handler being triple team by the opposition they can accomplish this by placing another one of their teammates within that zone before the opposition comes into the zone, this assures them that no more than one member from each of the other two teams, may come into that zone, and execute a triple team coverage on their teammate.

### Strategies For Rebounding

Rebounding in Heatball is a timing, and synchronicity type of action, much of the timing, and synchronicity that is spoken of in this book is performed by the players as a matter of habit as they grow into the game. As players play Heatball, they learn what their timing, and distances to the different areas of the court are, and they adjust their timing, and body positions to fit their need to perform jumps to execute ball recovery, and to execute shots from various distances, and various positions. During practices coaches must have players go through exercises, that will give them an opportunity to exercise their timing for rebounding, and for jumping up to catch a rebound. Players in Heatball must learn their court set up, they must become aware that, the position of the baskets over the Heatball court places the baskets in a position where the ball is not likely to go out bounds immediately after any shot, the position of the baskets, and the vertical ring create a situation where a shot may be rebounded from various areas of the court, this provides players with time to skate towards a rebound, and also gives them the advantage of setting up their bodies, and speed to recover the rebounds effectively, and executing their shots once a rebound has been recovered. It's important that players are well trained to think immediately upon recovering a rebound whether the ball is in Hot or Cold status, and proceed to Heat it up if the rebound recovered has provided a cold ball, it's also very important for them to be aware when they have recovered a Hot ball so, that no time is wasted Heating up a hot ball. Many plays can be executed by the offense by purposely creating rebounds off the backboards to be recovered by their own teammates who will be in a better position to take certain shots. Example: a player is skating towards the basket, and is trying to take the center line in the guard area but he is being covered by a defensive player, and the defensive player is not allowing this player to set up properly to take the shot using the center line as a guide, this player notices that a teammate is skating behind him approximately 4ft behind he knows if he purposely shoot the ball off the backboard his teammate will recover it, and will have a better shot so he does.

### Strategy For Zone Coverage.

Zone coverage involves players knowing their opponents strengths, and weaknesses. When a team is about to play against a team which they know is lacking in speed, this team may take advantage of the zone coverage, and they can make sure that they are using their speed to cover the certain zones on the court which are strategically key points for rebounds and for shots. For Example: One of the key areas on a heatball court is the area behind the basket in the area of lanes 3-4 where lots of shots will be end up after having been shot through the vertical ring, and the vertical ring offering a possibility of a score without stopping the clock or the action, will be used greatly by lots of the players. It's important for players to remember these strategies as they learn the game to make sure, that they are in the key area of the court to rebound certain shots, and to prevent the opposition from taking certain shots. Example: a player skating in lane 2 notices a player from the opposite team entering the guard area with a hot ball, the opposite team player is entering the guard area in the opposite end of the court, and is likely that he will be using the vertical ring to execute his shot; a player can foresee this by noticing that the opposing team player is taking the center lane as a guide, this player must either speed up or slow down his own speed to synchronize to the speed of the opposing player, this way he can position himself over the area of lanes 3-4 in the area of the court where that ball is likely to end up after that shot, so that he may end up with the rebound, this would be effective zone coverage. Players must also notice, that, during the initial run off, players are line up in a formation where they have a defender between them, and their teammate, this formation must be preserve through the end of the run off by executing effective zone coverage, and maintaining the proper lane to avoid a situation where two players of the same team are skating in lanes where they are next to each other, and this allows them to pass, and handle the ball easier. It also allows them to serve as shields for one another by executing an assisted lane change.

### Strategy For man to man Coverage.

Man to man coverage in Heatball must be executed with timing, and precision to make sure that one is not left behind or is made to skate ahead of the opposition in which case the offensive player has achieved his main purpose, which is to mock the defense, and turn them around, thereby creating room to move into the next rotation or make a pass without someone right next to them to block that pass. It's important that when a defender is covering man to man, for the defender to remember to synchronize their speed to the opponent to where they are at least one step behind him, this puts the defender in a position where if the offensive player performs a 360 spin within his lane to cause the defender to skate ahead of him, the defender by being a step behind has the place, and timing to recover from such a move, the defender must try, and box the offensive player in the exterior lane of the particular zone in which they are skating, if they are skating in lanes 1-2, and the offensive player is in lane 1 the defender must try to box him in that lane for as long as possible to consume as much time as possible, off the 30 clock, before this player can attempt a shot. It's important for defenders to keep in mind that, skating speeds in the forward, and backwards motion are different, a skater trying to gain momentum, and speed in the backward motion will consume more time, than if he was to try and attempt to gain momentum, and speed in the forward motion, therefore it's important when a skater is playing defense, and executing man to man coverage, that skaters avoid being in a position where they are trying to skate backwards defending against a player skating in the forward motion. Most likely the player skating in the forward motion will be able to skate pass the player skating in the backward motion. Players must keep in mind the importance of not allowing the opposition to skate passed them, players must recognize that matching the opponents speed, and staying side by side with them is the most effective form of defense in man to man coverage, because it offers the defender the greatest chance to strip away the ball, the greatest chance to block a shot, and the puts the defender closest to a rebound in the case of a shot.

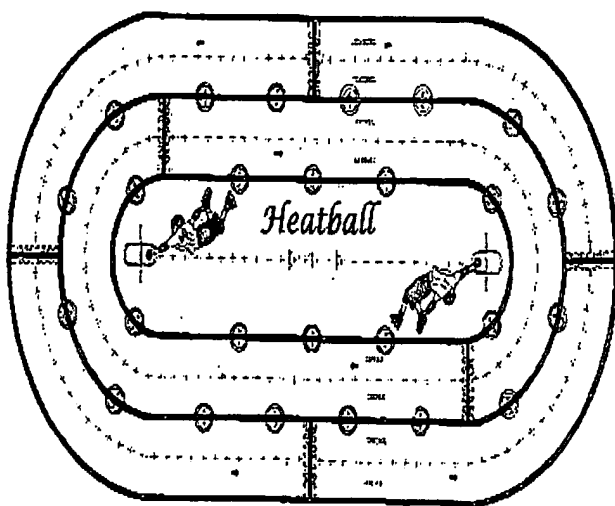
### Strategies On When and How To Use 360 Spins.

360 spins are used in the game of Heatball for various purposes, they can be used to obtain extra points when a player takes a shot, they can be used by players to elude defensive coverage, a player can also use a 360 spin to obtain a higher score when he performs a free shot. As the game is in progress players should always be looking for an opportunity to use the 360 to add to their score, this also provides an opportunity for the players to exhibit their skating skills, and improve their balance, and ability to turn, and spin while skating. Here is an example of a good use of a 360 spin, an offensive player has the ball, he is skating in lane one, and is being tightly cover by the defense, in this case the defense is very quick, and the offensive player has not been able to use his speed to skate away from the defender do to the defender being able to match the offensive player's speed, in this case the offensive player is trapped in lane 1, and trying to pass the ball may not be feasible due to the defense being so close, and they may intercept the pass, in this case the offensive player can increase his speed to provoke the defender to speed up with him when the defender least expects it, the offensive player spins 360 right on his lane making the defensive player skate ahead of him, this provides the necessary gap for the offensive player to turn into the next rotation in lanes 3-4 or go directly into the guard area if that is feasible, in this case the 360 spin was used an escape method for the offensive player. A good time to execute a 360 spin during a shot is when an offensive player has created a situation where he is not tightly covered, and has an opportunity to jump, and raise his body from the surface to an elevation which provides him a good height to perform the spin while taking the shot. All players should be coach to think as professionals whom are exhibiting their talent in the view of a large audience, this will encourage players to perform acrobatics whenever possible. Acrobatics create spectacular plays during the play action, and all sports fan will be delighted to watch a player perform these types of acrobatics. The 360 spin should also be practice during the free shots performed from the ramp, the spin adds points, and looks great.

### Strategies for setting bets on the different features of Heatball.

Betting is one the major attractions sports offer the fans, and viewers, betting does not always have to involve money to be fun. Players during a game can be encourage to bet on certain features of the game without the involvement of money, their compensation may involve some privilege or the loss of some privilege. This creates for them a stimulant, to better their performance, and it serves as a form of test to try new methods, and ways of improving certain plays, and certain features of the game. When players on the side line bet on certain plays or features of the game, they are likely to be watching closer than usual to see the outcome of a certain play or part of the game, and this in itself can help them improve their game. Heatball has a variety of features that create stimulating betting opportunity. For example the run off, the race that begins the game, and begins every new play, this race is very exciting to watch, and it also provides for the viewers a great betting point, they can bet as to whom will win the race, they can bet on the time consumed by the players to get to the ball, they can bet on whether a player will or will not jump the neutral zones during the race, they can bet on which neutral zone will be used to heatup the ball once the race is complete, and one of the forwards has obtained possession of the ball. A bet can be made as to which team will participate on the race when the game is being played by three teams. A bet on which ring will be the first to be used for scoring during that play, whether it be a horizontal or vertical ring. A bet can be place as to how much the score will be for that particular play, and how many times a team will score during a play, Heatball has a feature which can provides a larger spread of number of point for every play. A bet as to what circle will be used to score, and the amount of points received during the shot. A bet on whether a player will spin during a shot or not. A bet on what lane or what area of the court, the player will use to take his shot. A bet as to what team will receive the largest number of points during a particular play. A bet as to whether the player taking the free throw will use the 360 spin or not. A bet on the spread of points in the end result of the game, and a bet on who will ultimately will win the game.

DETAILED DESCRIPTION OF PREFERRED EMBODIMENT  
Diagram & Description Of board game Playing Field.  
X indicates position of player formation



Detailed Description of Method of Play and Rules for board game.

The Heatball gameboard contains:

1. Strategies for: Offensive moves, shots, passes.
2. Strategies for: Defensive moves to block shots, and passes.
3. Strategies for: Interceptions.
4. You will also rebound the ball, and comit Fouls, and penalties.

Objective of The Game

Get higher point score. Defeat opposing team.  
How to set up the score.

The game can be set to be played to a determine amount of points.  
Or it may set to a certain amount of time. Team with highest score wins. Or  
an indefinite amount of points, and time.

Heatball is played in teams.  
Amount of players that may participate

1. The game may be played by as many three players per team, each player would control one team member.
2. When played by two players, each player controls one entire team.
3. With four players the teams would be divided, among the players.
4. A single player may play, controlling both teams.
5. Or any division agreed upon by the players.

Game pieces included

1. Total of Eight players, Two players will be holding a ball.
2. Four dice.
3. One shot card set, One pass card set.
4. One game board.
5. One instruction booklet.

Rules For Dice Control.

Game begins by all players rolling the dice, and the lowest number gets the first dice roll, to move his man first. Alternating dice roll for each team after initial roll.

1. Players shoots with two pair of dice, or may elect to shoot with one pair only, or any number of dice, for strategic purposes.
2. Players have an option to move various men with every dice shot. (Example) a player may use 6 steps for one player to intercept, or block an opponets' shot, and use 4 of steps to advance another man to a good position for a high scoring shot. Players must use the dice numbers precisely for the moves. Example a player has a dice face, showing 6, an another, showing 4, he may advance one man 6 paces, and another 4. This may be done for offensive, and defensive moves. Arrows on the board indicate direction of players movement and broken lines players steps. Player may shoot, and advance the same man.

Rules for players in lane 1-4b (X) Indicates Position Of Players For Legal Formation to begin a Game.

1. Players without the ball are line up for initial formation, player with the ball is brought in, after a team wins the run off.. Fowards, the players in lanes 1-2. Must be moved first to execute the run off, to begin the game, and after every score. Players line up in legal formation after every score.

2. Players advance their man by counting their steps on the broken yellow lines (9), players may advance 3 diferent man with one dice roll.. Rules for players in lane 1-4 (X) Indicates Position Of Players For Legal Formation to begin a Game.

1. Players without the ball are line up for initial formation. Player with the ball is brought in, after a team wins the run off.by crossing the nearest neutral zone (6) . Fowards, the players in lanes 1-2. Must be moved first to execute the run off, lanes 1-2 to begin the game , and after every score. Players line up in legal formation after every score.

2. Players advance their man by counting their steps on the broken yellow lines (9), players may advance 3 diferent man with one dice roll..

3. Players may not count the steps without the man, a player must choose a man and use that man to take their steps.

4. If more than two players are playing alternatin team rolls will be establish after first dice roll.

5. First player to cross the nearest neutral zone in lanes 1-2 becomes hot and gets the ball brings in his man with the ball.

6. Team with the ball must attempt a shot after two dice roll by that team.

7. Shots and passes are performed by drawing a pass or a shot card.

8. When passing players must call out designated teammate to receive the pass before drawing the passing card.

9. Players may block shots or passes. To Block an opponents' shot or pass, a defensive player must land two steps behind the opposing teammate with the ball.

10. Players may prevent opponents from receiving a pass by staying two steps behind them. This prevents both these players from receiving a pass, unless the shot or pass or interception or rebound is indicated by a shot or pass card.

11. Players may intercept balls. Any player that lands one step behind the opposing teammate with the ball has intercepted the ball. Any player that lands directly next to the opponent has committed a foul, this gives free a shot without drawing a card, to player whom was fouled. If he had the ball he retains possession. The player that committed the foul loses his steps and goes back to the nearest neutral zone. Also loses the ball if he had it.

12. Players in lane 3-4 receive double their score automatically when they perform a successful shot. (Example) a player in lane 4 take a shot from the 4 point circle zone, this player draws a card that says "you've completed your shot successfully" this player gets 8 points for this shot. If the shot card doubles his score, he receives 16 points.

13. Any player in lanes 1-4 who lands within the neutral zone (6) area have suffered a penalty that sends that player back beyond the nearest neutral zone. Player also loses the ball if he has it.

14. Whenever ball is thrown out of bounds, opposing team starts the ball with any man they choose.

15. Players in lanes 3-4 change lanes after crossing a neutral zone (6).

4. Any guard going beyond the basket suffers a penalty that gives opponent 2 automatic points.

5. Guards may block or intercept in the same manner as players in lanes 1-4.

6. Whenever a guard scores both guards go back to the starting point and line up.

#### **Rules for Guards**

1. Guards may advance only with possession of the ball or to defend against opponents.

2. Guards may move in both directions; block and intercept in both directions, and move to avoid defenders, or for shooting strategy.

3. Guards receive automatic 2 points slam dunk when they land on the basket, without drawing a card. This guard goes back to starting point, and no one has the ball until someone gets hot. A guard may also draw a card for a shot.